

Order form:

Learning Technologies, Inc.
4255 LBJ Freeway Suite 131
Dallas, TX 75244

Early Learning

How to Weigh an Elephant™



No. 7116

Ages: 4 to 8

Challenge: Three animals each take a boat ride. Discover how much they weigh from heaviest to lightest by watching how low the boat floats on each ride. Animals A-Weigh . . . what fun!

Not shown, two other challenges:

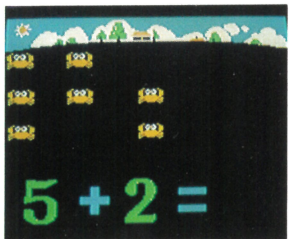
The Juice Drinking Race asks you to differentiate liquid volume by discovering which animal empties its glass first.

The Panda Workout. Panda needs a workout. Can you sequence a series of exercise positions to help?

Skill Areas:

- Properties of weight/mass/volume
- Ordering and sequencing
- Observation/prediction of outcomes
- Cause and effect relationships

Learning to Add & Subtract™



No. 7114

Ages: 4 to 8

Challenge: Can you solve simple addition and subtraction problems of single digit numbers? It's easier with picture clues. Then try a different way to add with the unique tower matrix, if you wish.

Skill Areas:

- Counting
- Addition and subtraction of single digit numbers

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PROGRAM	PRODUCT #	PRICE	QTY.	SUBTOTAL
The Flying Carpet™	7112	\$29.95	_____	_____
Let's Go Fishing™	7118	\$29.95	_____	_____
Learning to Add & Subtract™	7114	\$29.95	_____	_____
How to Weigh an Elephant™	7116	\$29.95	_____	_____
Clowning Around™	7110	\$29.95	_____	_____
Merchandise Total			_____	_____
Texas Residents, Add 6% Sales Tax			_____	_____
10% Shipping Charge			_____	_____
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Signature

Check below what you wish done for items that may be out of stock.

- ☐ Ship when available.
- ☐ Cancel back orders, I will reorder later.

Mail order to Learning Technologies, Inc.

(All prices are subject to change without notice. All orders not chargeable to schools or institutions should be accompanied by remittance and should include enough to cover merchandise, postage, or shipping charges and insurance. Please add 10% of the dollar value.)

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5 Exciting Programs
to Learn by
and Grow With



At last! Software that makes the most of your computer... and you

Each program is curriculum-driven and develops a well-defined learning skill through a creative problem-solving process. There's very little drill and practice here. Rather, our software asks you to make decisions and to demonstrate your choices through the use of imaginative graphics and innovative themes.

Our software and your computer team up to give you a very special experience . . . the freedom to explore. Why not discover just how well they work together!

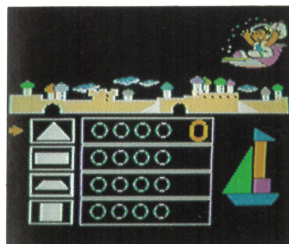
Early Learning

... For Ages 4 and Up

Five programs that develop such skill areas as visual discrimination of forms, counting, quantitative concepts, memory and simple number operations.

FEATURING:

- Integrated Graphics
- Learn-by-Doing Process
- Optional Sound
- Imaginative Themes
- Random Challenges for Repeat Use
- Learn-at-Your-Own-Pace Format



No. 7112

Ages: 4 to 8

Challenge: A high flying genie has created a boat and other fun objects with triangles, squares, rectangles and other shapes. Can you discover just what shapes make up an object?

Skill Areas:

- Shape recognition
- Matching
- One-to-one correspondence
- Counting
- Size relationships
- Part-whole relationships
- Figure-ground relationships

The Flying Carpet™

Let's Go Fishing™

Ages: 4 to 8

Challenge: Our fat cat is very confused. He's "at sea" about the type and number of fish to catch. Can you help him hook just the right number and the right type?

Not Shown: another challenge on this program is **Making A Necklace** in which you must string together a specified number of pearls.

Skill Areas For Both Programs:

- Number recognition
- One-to-one correspondence
- Perceptual skills—shape recognition, visual motor integration, tracking, scanning, focusing



No. 7118

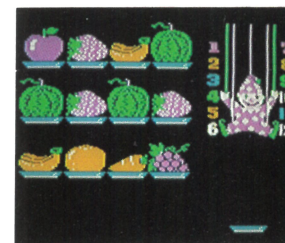
Clowning Around™

Ages: 6 to 12

Challenge: Take a quick look at 12 objects before a very tricky clown makes them disappear. Numbers will reappear in their place. Can you match missing objects to their numbered locations?

Skill Areas:

- Specific recall and visual memory skills
- Develops thinking strategies by analysis of the whole, pattern recognition and part/whole relationships.
- Number recognition and counting



No. 7110